

WAR WITHIN THE AGE OF WRATH

irc.cybertonium.net

#



DW
Sept #01
\$2.95 U.S.
dreamwaveprod.com

TRANSFORMERS WAR WITHIN THE AGE OF WRATH

Furman
Ng



RC.CYBERTONIUM.COM SCANNED BY CY

875
516



Licensed by:
Hasbro
Properties
Group

DW
Sept #01
\$2.95 U.S.
dreamwaveprod.com
Furman
Ng

TRANSFORMERS WAR WITHIN THE AGE OF WRATH



1984 - 2004
20TH
ANNIVERSARY

DW
Sept #01
dreamwaveprod.com

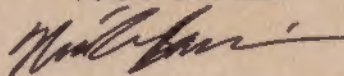
TRANSFORMERS WAR WITHIN THE AGE OF

Furman
Ng



Certificate of Authenticity

DYNAMIC FORCES, INC. HAS ISSUED THIS CERTIFICATE
TO AUTHENTICATE THIS COPY OF
"TRANSFORMERS: THE WAR WITHIN: THE AGE OF WRATH VOL. 3 #1
DF EXCLUSIVE COVER"
AS ONE OF A SPECIALLY LIMITED SERIES OF
1000 COPIES.



AUTHORIZED SIGNATURE



155 Ninth Ave., Suite E
Rumson, NJ 08078

Transformers: The War Within is TM and © 2004 Dreamwave Productions. All associated characters and groups, and their respective likenesses are TM of © 2004 Hasbro, Inc. The accompanying comic book has been repackaged under the direction of Dynamic Forces, Inc. No authorization, association or affiliation with Dreamwave Productions is implied or inferred. Dynamic Force logo is TM and © 2004 Dynamic Forces, Inc. All rights reserved.



155 Ninth Ave., Suite E
Rumson, NJ 08078



Civil war era Cybertron. With Optimus Prime and Megatron missing, presumed dead, a series of new splinter factions--Wreckers, Ultracons, Predacons and Grimlock's Lightning Strike Coalition--enter the battle for the TRANSFORMERS' homeland. Border wars erupt across the planet, territory and energon now both key to victory. With the defeat of the being known as The Fallen, on one front a concerted push for peace begins...

"WELL, WE
DID IT..."

"...WE TOOK
IT BACK!"

THE AGE OF WRATH

Writer	SIMON FURMAN
Pencils	JOE NG
Inks	TRACY HO
Assistant Inks	HERD POBLISTE
Colors	ROB RUFFOLO DAVID CHUNG JOSH BURCHAM
Letters	BEN LEE

PROVINCE-BY-PROVINCE,
CITY-STATE-BY-CITY-STATE, IT
TOOK OVER SIXTY MEGA-CYCLES
AND COST MORE LIVES THAN I
CARE TO REMEMBER, BUT WHILE
OUR ENEMIES WERE STILL FEUDING
OVER INSUBSTANTIAL BORDERS
WE UNITED ONCE MORE UNDER
THE *AUTOBOT* BANNER...

...AND ACTED
PROACTIVELY, *DECISIVELY*,
TURNED IT *AROUND!* THE CIVIL
WAR THAT'S GRIPPED THIS WORLD
FOR NIGH-ON AN ETERNITY...
IT'S SO *NEARLY* OVER.

AND
YOU KNOW
WHAT?

WE DID
IT WITHOUT
YOU!

CYBERTRON
HUB-CAPITAL
ACORN

OH, I KNOW. THE
NOBLE *OPTIMUS PRIME*,
BOLDLY SACRIFICING HIMSELF
FOR THE GREATER GOOD.
BUT WHEN YOU WERE HURLING
YOURSELF--AND *MEGATRON*--
INTO *OBLIVION* DID YOU EVEN
ONCE CONSIDER...

...WHAT YOU
WERE LEAVING
BEHIND?

I LIVED IN *AWE*
OF YOU, STOOD WILLINGLY
AND HAPPILY IN YOUR SHADOW,
CONTENT TO BATHE IN THE
OCCASIONAL SHAFT OF
REFLECTED GLORY.

AND THEN YOU WERE
GONE, AND IT ALL *FELL*
APART. THEY LOOKED TO
ME AND...I JUST *WASN'T*
READY, *WASN'T* ABLE...

I TURNED
MY *BACK* ON THEM
ALL. LEFT
AUTOBASE NEVER
TO RETURN...



"BUT I DID.
I SWALLOWED MY
INSECURITY, MY
DOUBTS AND, YES,
MY FEAR..."

...AND LED BY
EXAMPLE, WON THE
PUMPS AND PROCESSORS
OF EVEN MY STERNEST
CRITICS."

BUT YOU
DON'T KNOW WHAT
IT TOOK!

EVERY DECISION,
EVERY STRATEGY...I AGONIZED
OVER, SECOND-GUESSED.
NOT A MOMENT WENT BY
WHEN I DIDN'T EXPECT IT ALL
TO COME CRASHING DOWN
AROUND ME.

AND THERE
I'D BE, REVEALED,
THE PRETENDER-TO-
THE-THRONE...

...THE
LEADER WHO
NEVER WAS.

FINISHED
TALKING TO
YOURSELF?

GOOD.
'CAUSE IT
TIME...

...TO WRAP
THIS WHOLE
MESS UP!



SHOCKWAVE WANTS TO LET ULTRA MAGNUS AND HIS AUTOBOTS WALK ALL OVER HIM, FINE, BUT NOT ME, NOT US! WE'VE CARVED OUT OUR OWN EMPIRE, MAPPED OUT OUR OWN AGENDA...WE'LL NEVER GIVE IN, NEVER SURRENDER...NEVER!



THIS IS AN OPPORTUNITY, NOTHING MORE OR LESS...TO DESTROY ALL OUR ENEMIES IN ONE FELL SWOOP.



ER... STARScream...

MAYBE THIS ISN'T SUCH A GOOD IDEA, I MEAN, EVEN IF WE TAKE OUT, SAY, FIFTY PERCENT OF THEM WITH THE FIRST STRIKE, WE'RE STILL OUTNUMBERED SIX TO ONE, AND--



DEAD END...
UNLESS YOU'VE SOMETHING
CONSTRUCTIVE TO ADD TO
MAJESTOR STARGCREAM'S
BOLD AND VISIONARY PLAN...
ZIP IT. UNDERSTOOD?

FNH...
UN-DE-R-STOOD.



ANYONE
ELSE?

NO?

GOOD.



I'M OFF
THEN.

MOTORMASTER,
YOU KNOW WHAT
TO DO?

SURE...



...KILL
ANYTHING THAT
MOVES.

YOU
JOIN US HERE,
LIVE

WHERE REACT ME
HOLOFEDS ARE SET TO RELAY
THE INAUGURAL SESSION OF THE
NEW HIGH COUNCIL ACROSS THE
LENGTH AND BREADTH OF
CYBERTRON.

TRAGICALLY, SEVERAL
ORIGINAL COUNCIL MEMBERS
WERE KILLED WHEN IACON WAS
DEVIATED BY SUBSURFACE
TREMORS, WHILE THE REMAINDER
WERE FORCED INTO EXILE BUT
NOW, WITH KEY DISARMAMENT
TALKS UNDERWAY, IT WAS
FINALLY CONSIDERED
SAFE TO RECONVENE.

APPRENTICE ERONUS,
NEO AND TEMPLAR HAVE STEPPED
UP TO FILL THE VOID LEFT BY THE LATE,
LAMENTED GRAY TIG, KUDON AND VRAZ,
ENSURING THAT THIS HISTORIC ACCORD
IS DULY AND OFFICIALLY RATIFIED.

IN SLANDANCE,
AND I... BE REPORTING
SIMULTANEOUSLY FROM
BOTH THE CHAMBER OF
THE ANCIENTS

...AND TYGER
PAX, WHERE PREPARATIONS
FOR THE FORMAL CESSFIRE
CEREMONY ARE UNDERWAY.

WITH THE BASIC
POWER SHARING INITIATIVES
ALREADY AGREED AND THE ROAD
MAP FOR PEACE Laid OUT, IT ONLY
REMAINS TO FORMALIZE THE
TREATY THAT WILL USHER IN A
NEW GOLDEN AGE FOR
CYBERTRON.

AND WITH
THE FINAL SECURITY
SWEEPS NOW JUST ABOUT
DONE, THE REPRESENTATIVES
FROM THE DECEPTICONS AND
ULTRACONS ARE APPROACHING
THE FORUM.

COMMANDER-IN-CHIEF
ULTRA MAGNUS IS ALREADY IN
POSITION, AND IF HE FEELS
THE WEIGHT OF EXPECTATION OF
BILLIONS OF CYBERTRONIANS
PLANETWIDE.

...HE'S
NOT SHOWING
IT.

PROBLEM,
GRIMLOCK?



MF

WHE PLACE
PROBLEM TOO OPEN, TOO
EXPOSED - LITTLE OR NO
SECURE PERIMETER BUT
DYNABOTS ON MOBILE ALERT
STATUS, BUT NO WAY TO COVER
ALL POSSIBLE ATTACK
SCENARIOS

HAD TO BE
THIS WAY 'T'S ABOUT
TRUST NOW



FEN

TRUST ONLY
WYSE, F

THINK
ABOUT IT,
GRIMLOCK



"OLD ENMITIES BURIED, OLD GRUDGES
SHELVED. IN THESE CRITICAL, ENERGY-
DEPLETED DAYS, A COMMITTED, UNIFIED DRIVE
FOR SURVIVAL. IT'S THE WAY FORWARD, THE
ONLY LOGICAL COURSE OF ACTION. ONE
RACE, ONE GOAL. PEACE IN OUR TIME."

HUNG
THAT GRAB

"I'M GOING
TO SEE IF I CAN GET
A COMMENT"

COMMANDER
SHOCKWAVE, ANY
THOUGHTS ON--

HIGH
EXECUTOR
RATBAT,
COULD--

NO.

AM
BARRAGE,
SOMETHING YOU'D
LIKE OUR
AUDIENCE TO
HEAR...?

YEAH.

JUST
BUGGIN' JS!

AK!

WE MAY AM,
AS YOU CAN PLAINLY
SEE... SOME TENSIONS
STILL TO BE WORKED
OUT. NEVERTHELESS.

WE
APPEAR TO BE
UNDERWAY

SHOCKWAVE,
RATBAT. WE MEET HERE
AS EQUALS, NEITHER
VICTOR NOR VANQUISHED.
NON-ALIGNED, WITH ONLY
ONE AGENDA--

SURE JS YOUR
QUAS-PATRONIZING ORATORY,
MAGNUS. WE ACKNOWLEDGE
YOUR SUPERIORITY IN TERMS
OF TERRITORY, RESOURCES
AND DUE LARGELY TO THE
VICTORY AT KALIS. ENERGON
RESERVES

A DRAWN OUT
CONFLICT SERVES NO
PURPOSE OTHER THAN TO
ENDANGER OUR ENTIRE
RACE'S LONG TERM
SURVIVAL

RIGHT SO
CAN WE JUST GET
ON WITH THIS



AM RIGHT
OKAY.

AN ANXIOUS,
EXCITED MUSH HAS
DESCENDED ON THOSE
GATHERED HERE AT THE
CHAMBER OF THE
ANCIENTS AND HERE AT
TYGER PAX.

AS THE
DISARMAMENT
PROTOCOL BEGINS
IN EARNEST.

THREE DATA
ZIP-TAGS, LOADED
WITH COMMAND CODES FOR
MULTILATERAL *OBSCOLESCENCE*,
BEAMING SIMULTANEOUS
DECOMMISSIONING SIGNAL PULSES
TO RECEPTORS IN THE LARGE
SCALE WEAPONS ARSENALS
OF EACH FACTION...

...EFFECTIVELY
NULLIFYING THEM.

THEN A
POOLING OF
CYBERSTATIC ENERGY,
DRAWN FROM THE
VERY CORE OF EACH
PARTICIPANT...

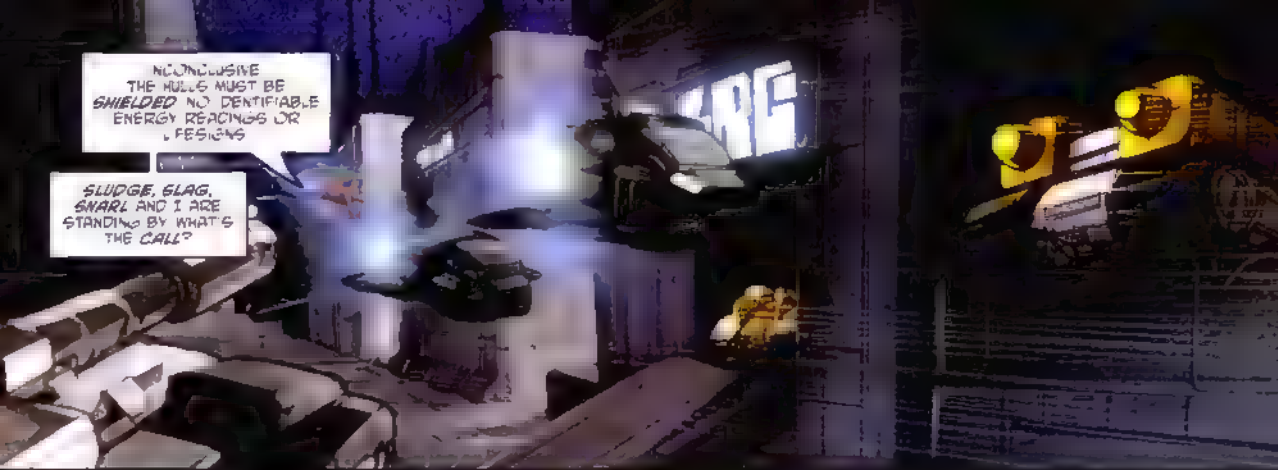
...AND STORED
IN A CEREMONIAL
ORB.

SO PRECIOUS IS THIS
MYSTERIOUS AND POTENT
RESERVoir OF POWER, A
LOCALISED CONTAINMENT
FIELD HAS BEEN ERECTED
TO ENSURE NOT ONE
MICRO ERG ESCAPES INTO
THE ATMOSPHERE.

AND,
FINALLY

'DRSK' GRIMLOCK--
THIS IS SWOOP. WE HAVE TWO
UNIDENTIFIED ORE TRANSPORTERS
ON FINAL APPROACH TO
TYGER PAX. NO RESPONSE
TO MY HAILS.

SCANS?



INCONCLUSIVE
THE HULLS MUST BE
SHIELDED NO IDENTIFIABLE
ENERGY READINGS OR
LIFE SIGNS

SLUDGE, FLAG,
SNARL AND I ARE
STANDING BY WHAT'S
THE CALL?

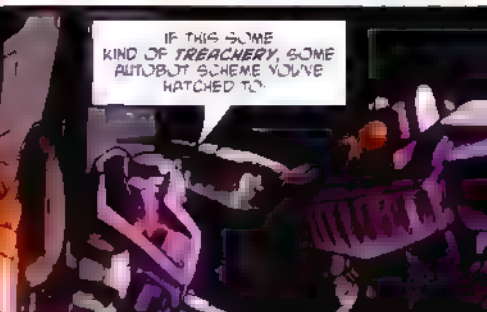


GRIMLOCK?



SHOUT
THEM DOWN


WHAT?
BUT WE DON'T
KNOW



IF THIS SOME
KIND OF TREACHERY, SOME
AUTOBOT SCHEME YOU'VE
WATCHED TO



ALL
WEAPONS!



WE'RE NOT
STOPPING THEM,
AND

GRIMLOCK:
THE SHIELDING MUST HAVE
BEEN BREACHED. I'M READING
HIGH LEVELS OF UNSTABLE
NEUTRONIUM PLASMA. T.S.

MOVE!

EVERYONE
LEATHER **WHEELJACK** -
EMERGENCY PROTOCOL
HYDRA-NINE

BUT


DO IT!

SHOUP-
GO!

GET OUT
OF THERE!

WAAAAA





IN THE
ABSENCE OF ANYONE
EVEN REMOTELY SUITABLE
TO TAKE CHARGE,
I'M STEPPING UP

WHAT?
NO! THIS IS AN
OUTRAGE, A

AS I WAS SAYING,
I'M THE NEW AUTHORITY
AROUND HERE. NO MOTIONS,
NO DEBATE, NO ANY OTHER
BUSINESS. WHAT I
SAY GOES.

AND THIS
SESSION OF THE
COUNCIL

IS HEREBY
DISSOLVED!

WAIT.
I'M...

BEAAH!

YOU,
NEWSCARRIER,
BEAR WITNESS

TO THE DARK
GLORY OF THE DAWN OF
DEVASTATION!

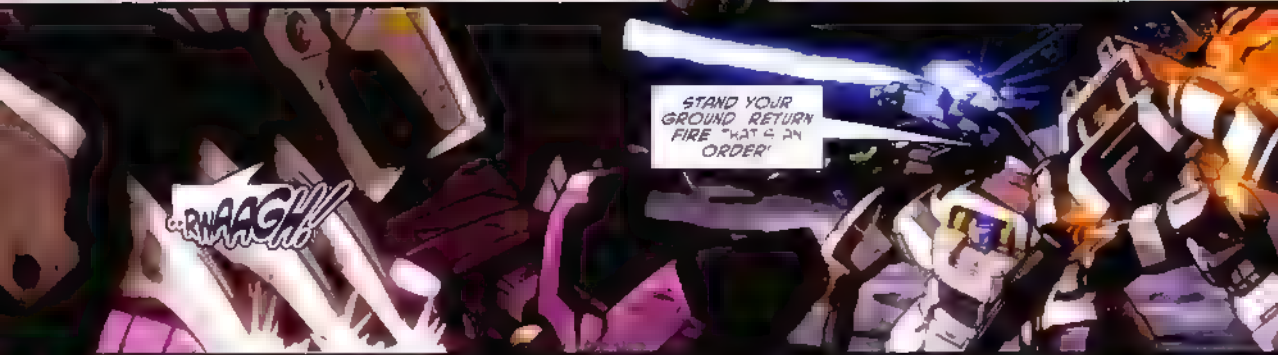




NEEL
T IS!

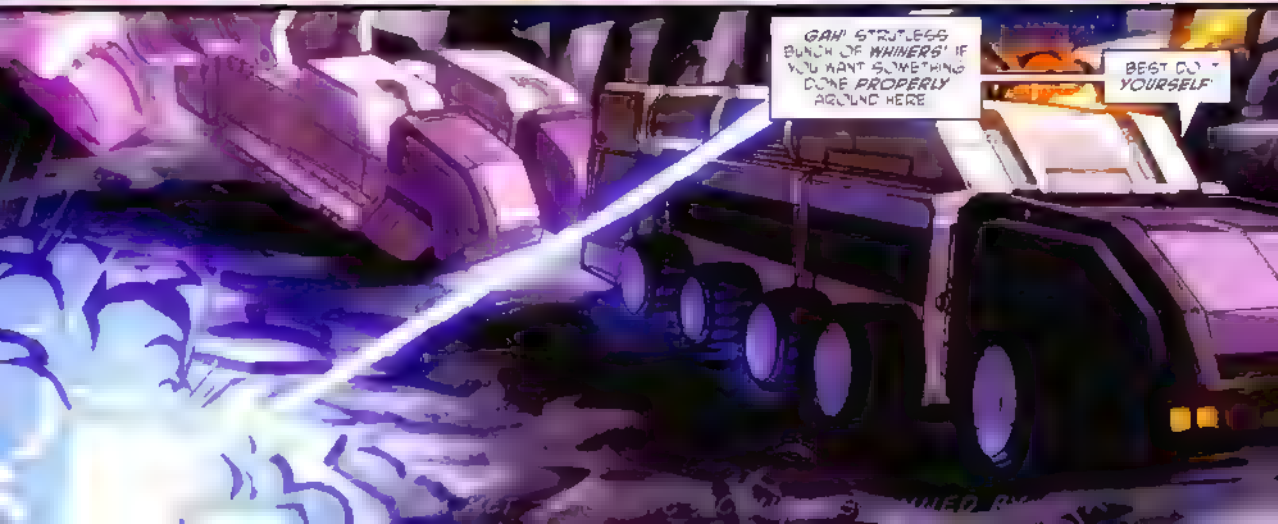
RENEGADES...
YOUR DAY IS DONE
FOR CRIMES AGAINST
ALL CYBERTRON
PERISH!

RR



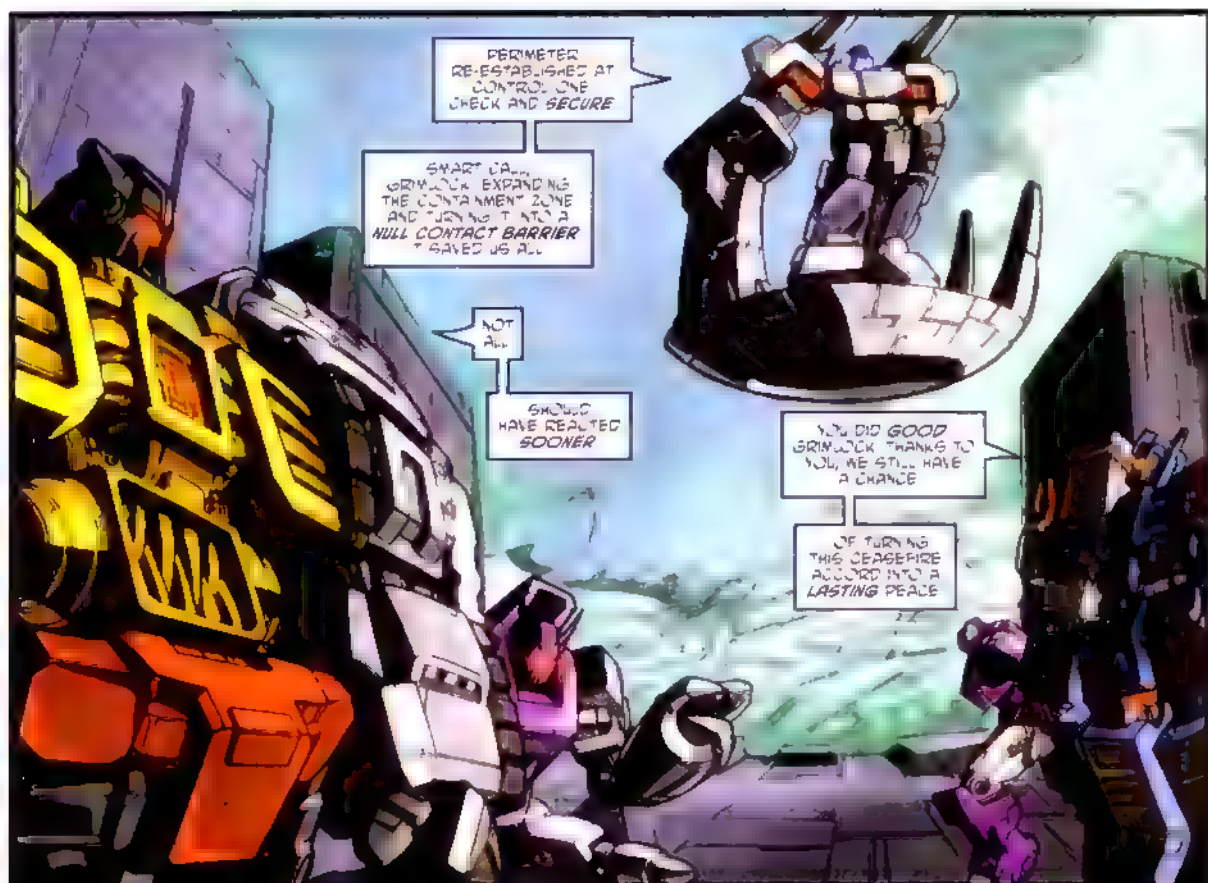
...RWAAGH!!

STAND YOUR
GROUND RETURN
FIRE THAT IS AN
ORDER!



GAH! STRUTLESS
BUNCH OF WHINERS! IF
YOU WANT SOMETHING
DONE PROPERLY
AROUND HERE

BEST GO
YOURSELF



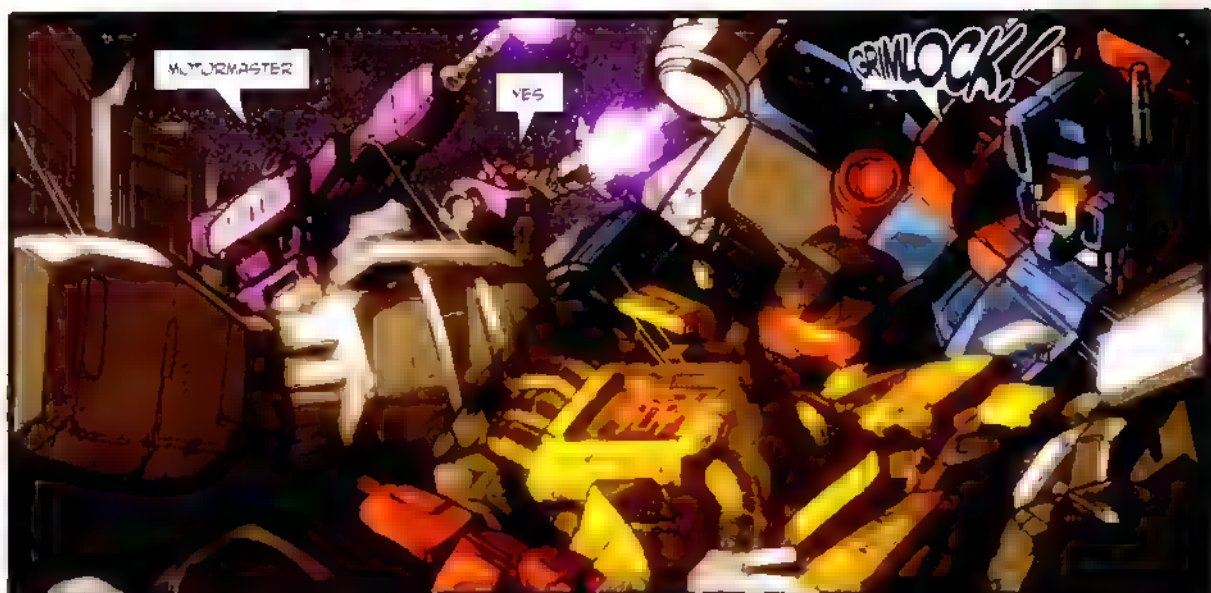
WHAT'S
THAT SAYING OF
STARSCREAM'S?
OH YEAH IF N
DOUBT

...CUT
OFF THE
HEAD!

FW?
INCOMING...

NO--WARRRGH!

NH AH!
GRIMLOCK?



NO!





MEGATRON

TO BE
CONCLUDED



WAVELENGTHS

ER • 2004 • SEPTEMBER • 2004 • SEPTEMBER • 2004 • SEPTEMBER • 2004 • SEPTEMBER

WAR IS COMING: DW BRINGS KILLZONE TO COMICS

Killzone is the next biggest thing in gaming — it sets a new precedent with recreating the intense reality of warfare. Dreamwave is psyched to be able to bring this amazing first-person shooter to the comic page — the hype leading up to the release of the **Killzone** game has been non-stop: gamers are saying this is the next *Halo*!

In Dreamwave's adaptation, the planet Vecta has been overrun with the vicious Helghast — those gun-toting, red-eyed humanoids that have one thing in mind: annihilation! Now it's up to the Interplanetary Strategic Alliance to stop them! Although it's a sci-fi story, one of the coolest aspects of the comic and the **Playstation2** game is its allusion to 20th century warfare. Everything from the weapons — based on WW2 Allies and Axis guns — to the battles themselves (based on some of the most famous fights of the past hundred years), has been researched and created to make one of the coolest war stories ever.

Written by **John Ney Rieber** (**TRANSFORMERS/G.I. JOE** Vol.1) and with art by **Travel Foreman** (currently working on Marvel's much anticipated **Dr. Spectrum** series), **Killzone** is not to be missed! Rieber's words embody the excitement at Dreamwave about **Killzone**:

"I believe this game is going to redefine the genre — maybe even redefine the concept of the videogame — so when I was offered the chance to roll up my sleeves and work with these characters in this brutally textured future, to explore the stark vision of war the game embodies with an artist like Travel, my reaction was: load it up and pass me the controller! I have been waiting for an opportunity like this, and am psyched to be involved!"

It makes perfect sense that Dreamwave takes on **Killzone** — the game is packed with amazing features, incredible characters and hyper-detailed art — so look for more of the same in the comic! Follow the Interplanetary Strategic Alliance try and defeat the vicious Helghast as four scattered survivors unite to forge the key to humanity's continued existence. In order to so, they must make it through the dark tunnels in the bloody trenches and burning towers of a world that could become a **Killzone**...

Killzone #1 blazes into comic retailers everywhere this **November**.



SEPTEMBER SWAG:



BUBBLEGUM CRISIS
TOKYO 2040
LITHOGRAPH



DUEL MASTERS
VOL.2 POCKET BOOK



TFENERGON
#27



TFGENERATION ONE
#9



TFMICROMASTERS
#4 of 4



TFWAR WITHIN
"THE AGE OF WRATH"
#1



TFWAR WITHIN VOL.2
"THE DARK AGES" TPB



FROM THE DESK OF ERIK SANDER

HI MY NAME IS E-ROCK AND WELCOME TO MY WORK SHOP
4 YEARS I'VE BEEN INKIN' BUT THE WORK DON'T STOP
IT'S ALL GOOD THOUGH 'CAUSE MY SKILLZ U CAN'T TOP
MY TRAIN OF THOUGHT YOU CAN'T POP
I'LL INK IN A SUIT OR BOXERS AND A TANK TOP

I LOVE MY JOB SO I KNOW HOW TO BEHAVE
IN CASE YOU HAVEN'T NOTICED YET I WORK AT DREAMWAVE

FROM TRANSFORMERS TO TURTLES WHAT CAN BE NEXT MAN
AWWWWWWW GEEZ I GOT TO DO THE COVER OF X-MEN

AND IF THAT AIN'T ENOUGH TO PUT ME HIGH ON MY THRONE
PAT TO THA LEE GAVE ME THE HONOR OF WORKIN' ON KILLZONE

SOMETIMES THE EXCITEMENT'S TOO MUCH, I CAN'T HANDLE IT ALL MAN
I GOT TO WORK WITH THE BEST FROM PAT TO TRAVEL FOREMAN!

E-Rock

ERIK SANDER
INKER, DREAMWAVE PRODUCTIONS

BASE OF OPERATIONS:
Toronto, ON
CURRENT/UPCOMING PROJECTS:

Inker: TF Micromasters, Killzone

PAST PROJECTS:

Inker: TMNT, Fate of the Blade, Shidima, Sandstorm, TF War Within Vol.2

FAVORITE MOVIE:

Versus

IF I COULD BE ANY TRANSFORMER I'D BE:

Blastor. 'Cause he produces sick beats.

DREAM COMIC PROJECT:

Daredevil or Ninja Gaiden

SHOUT OUTS:
ALL DW PEEPS, FAMILY, STORE AND OF COURSE 24

WWW.DREAMWAVEPROD.COM

PRESIDENT PAT LEE VP/EDITOR-IN-CHIEF ROGER LEE DIRECTOR OF BUSINESS DEVELOPMENT FRANK YOUNG

PRODUCTION MANAGER DEREK CHOO-WING PROJECT MANAGER GRAHAM CRUIZ

PRE-PRESS/ART TEO PUN POST-PRODUCTION MANAGER MATT MUYLAN PUBLIC RELATIONS MANAGER CANDICE CHAN

FOR AD SALES CONTACT: POP COMICS NETWORK INC. 151 BICKETT, VP OF OPERATION (708) 429-5650

100.CYBERTRON.COM - 100.COMIC-SCANS - SCANNED BY OTK